

Exhibit F

Create an in-app product

Using [Google Play's billing system](#), you can offer in-app products that charge users on a one-time basis, known as in-app products. In-app products can include items like virtual goods (for example, game levels or potions) and premium services within your app on Google Play.

- You can also [create a subscription](#), which charges users on a recurring basis.

Important: Google Play [Developer Program Policies](#) and [service fees](#) apply to all in-app products, including both one-time products and subscriptions.

Availability

If you're in a [supported location for merchant registration](#), you can use Google Play's billing system.

If you're in a supported location and want to start using Google Play's billing system features in your apps, [set up a payments profile](#) and review the [Google Play's billing system API documentation](#).

After you create an in-app product, it's available for users running the latest version of the Google Play Store.

Required permissions

To offer an in-app product, you need to declare the `com.android.vending.BILLING` permission in your app's APK manifest file. If you distribute your app globally, you can still publish apps that use `com.android.vending.BILLING` permission in all countries.

Create in-app products

Create a single in-app product

Before creating a product, make sure to plan your product IDs carefully. Product IDs need to be unique for your app, and they can't be changed or reused after they've been created.

- Product IDs must start with a number or lowercase letter, and can contain numbers (0-9), lowercase letters (a-z), underscores (_), and periods (.).
- You can't change or reuse a product ID after the product has been created.
- **Note:** The product ID `android.test` is unavailable for use, along with all product IDs that start with `android.test`.

To create an in-app product:

1. Open Play Console and go to the [In-app products](#) page (Monetize > Products > In-app products).
2. Click **Create product**.
3. Enter your product details.

- **Product ID:** A unique ID for your in-app product.
 - **Title:** A short name of the item (up to 55 characters, but we recommend limiting titles to 25 characters to display properly in all contexts), like "Sleeping potion."
 - **Description:** A long description of the item (up to 200 characters), like "Instantly puts creatures to sleep."
 - **Icon:** A unique and accurate image for your product. Don't include text, promotions, or branding. Your product icon is shown on your store listing and during the purchase flow.
 - 32-bit PNG
 - 512 px by 512 px
 - Up to 1 MB
 - **Price:** Enter a price in your local currency or [select a pricing template](#).
 - **Multi-quantity:** Allow multi-quantity checkout for this product. Users will be able to purchase in multiple quantities within the threshold of their country/region. Note the following information:
 - To configure multi-quantity checkout in Play Console, your app needs [Google Play Billing Library 4.0](#) . Visit the [Android Developers site](#) to learn how to integrate the Google Play Billing Library into your app
 - Multi-quantity checkout is not available in some countries/regions.
 - In most countries/regions where Multi-quantity checkout is available, the SKU price threshold is around US\$100. To allow multi-quantity checkout, you will need to adjust the price (before tax) to below the threshold in each country/region.
 - **Play Points exclusive:** Make your product available only in Google Play Points.
4. Save your changes and click **Activate** to make your in-app product available to users..
- To be available for purchase, a product needs to be active, and its app needs to be published.
 - If you're using a test account, active items are available in unpublished apps. To learn more, go to the [Android Developers site](#) .

Languages and translations

In-app products use the same default language as their app. To add translations in specific languages, select an in-app product, and then click **Manage translations** and apply the languages you want. [Learn more about translating your app](#).

Create a batch of multiple in-app products

To create multiple in-app products at the same time, you can upload a CSV file that includes details about each of your products.

CSV files use commas (,) and semicolons (;) to separate data values. Commas separate primary data values, and semicolons separate subvalues.

When you're creating a CSV file with in-app products, specify the CSV syntax on the first row, followed by the product details on the next rows.

Important: Each item must appear entirely on a single line within the CSV file.

Upload a CSV file of in-app products

1. Open Play Console and go to the [In-app products](#) page (Monetize > Products > In-app products).
2. Click **Import**.
 - Importing multiple products by uploading a CSV file will overwrite existing products only if the value of a **Product ID** in the CSV file matches the **Product ID** of an existing in-app product in the product list. Overwriting a product doesn't delete in-app products that aren't included in the CSV.
3. Drop your CSV file to upload or click **Upload**.

Export a CSV file of existing in-app products

If you've created in-app products one at a time in Play Console, exporting a CSV file can be a good way to start creating them using a CSV file instead.

1. Open Play Console and go to the [In-app products](#) page (Monetize > Products > In-app products).
2. Click **Export**.

[View a CSV file example](#)

[Data values for CSV files](#)

Need more help?

Try these next steps:

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Tell us more and we'll help you get there